

	Type	L #	Hits	Search Text	DBs
1	IS&R	L1	1816	((345/630) or (345/629) or (345/619) or (345/581) or (345/631)).CCLS.	USPA T; US-P GPUB
2	IS&R	L2	698	((345/704) or (345/716) or (345/719) or (345/720) or (345/721)).CCLS.	USPA T; US-P GPUB
3	IS&R	L3	1950	((382/232) or (382/234) or (382/235) or (382/240)).CCLS.	USPA T; US-P GPUB
4	IS&R	L4	1449	((715/500.1) or (715/514) or (715/515) or (715/530) or (715/901)).CCLS.	USPA T; US-P GPUB
5	IS&R	L5	743	((706/59) or (706/60) or (706/55) or (706/50) or (706/46)).CCLS.	USPA T; US-P GPUB
6	BRS	L6	6562	1 or 2 or 3 or 4 or 5	USPA T; US-P GPUB
7	BRS	L7	349516	cod\$13.ab. or cod\$13.ti. or compress\$10.ab. or encod\$13.ab. or encod\$13.ti. or decod\$13.ab. or decod\$13.ti. or format\$10.ab. or format\$10.ti. or loss\$11.ab. or loss\$11.ti. or transcod\$13.ab. or transcod\$13.ti. or model\$10.ab. or model\$10.ti.	USPA T; US-P GPUB

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	Type	L #	Hits	Search Text	DBs
8	BRS	L8	739561	video\$10.ab. or video\$10.ti. or graphic\$9.ab. or graphic\$9.ti. or motion.ab. or motion.ti. or stream\$9.ab. or stream\$9.ti. or multimedia\$5.ab. or multimedia\$5.ti. or frame\$5.ab. or frame\$5.ti. or mov\$12.ab. or mov\$12.ti. or television\$6.ab. or television\$6.ti.	USPA T; US-P GPUB
9	BRS	L10	20934	MPEG	USPA T; US-P GPUB
10	BRS	L11	70955	7 and 8	USPA T; US-P GPUB
11	BRS	L12	1653	6 and (10 or 11)	USPA T; US-P GPUB
12	BRS	L14	405018	hierarch\$13.ab. or hierarch\$13.ti. or structur\$9.ab. or structur\$9.ti. or tree\$6.ab. or tree\$6.ti. or travers\$8.ab. or travers\$8.ti. or depend\$11.ab. or depend\$11.ti.	USPA T; US-P GPUB
13	BRS	L15	218308	object.ab. or object.ti. or inherit\$12.ab. or inherit\$12.ti. or primitive\$7.ab. or primitive\$7.ti. nod\$9.ab. or nod\$9.ti. or link\$9.ab. or link\$9.ti. or branch\$9.ab. or branch\$9.ti.	USPA T; US-P GPUB

	Type	L #	Hits	Search Text	DBs
14	BRS	L16	465	12 and (14 or 15)	USPAT; US-P GPUB
15	BRS	L17	599434	instan\$14.ab. or instan\$14.ti. or special\$12.ab. or special\$12.ti. or specif\$13.ab. or specif\$13.ti. or particular\$7.ab. or particular\$7.ti. or given.ab. or given.ti. or differen\$14.ab. or differen\$14.ti. or attribute\$7.ab. or attribute\$7.ti.	USPAT; US-P GPUB
16	BRS	L18	463418	custom\$13.ab. or custom\$13.ti. or author\$9.ab. or author\$9.ti. or creat\$13.ab. or creat\$13.ti. or generat\$10.ab. or generat\$10.ti. or edit\$9.ab. or edit\$9.ti. or modif\$12.ab. or modift\$12.ti.	USPAT; US-P GPUB
17	BRS	L19	287	16 and (17 or 18)	USPAT; US-P GPUB
18	BRS	L20	563050	render\$9.ab. or render\$9.ti. or display\$14.ab. or display\$14.ti. or input\$10.ab. or input\$10.ti. or screen\$7.ab. or screen\$7.ti. or view\$9.ab. or view\$9.ti. or program\$12.ab. or program\$12.ti. or show\$9.ab. or show\$9.ti. or content\$7.ab. or content\$7.ti.	USPAT; US-P GPUB

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19	BRS	L21	846395	present\$11.ab. or present\$11.ti. or work\$7.ab. or work\$7.ti. or sequenc\$9.ab. or sequenc\$9.ti. or shot.ab. or shot.ti or clip\$7.ab. or clip\$7.ti. or scene\$7.ab. or scene\$7.ti. or produc\$13.ab. or produc\$13.ti. or segment\$10.ab. or segment\$10.ti.	USPA T; US-P GPUB
20	BRS	L22	238	19 and (20 or 21)	USPA T; US-P GPUB

image browse